



## THE RIDDLER

EDWARD NASHTON

### BEFUDDLING TACTICS

If you win initiative with at least one Order Marker on this card, and Riddler is not the only figure in your army, Riddler cannot be attacked and he will not take any leaving engagement attacks for the rest of the round.

### RIDDLE ME THIS

Immediately after revealing an Order Marker on this card, if you have an unrevealed "X" Order Marker on any Army Card you control, you may choose one opponent. The chosen opponent must choose one unrevealed Order Marker on any Army Card you control. If the opponent chose an "X" Order Marker, remove it and your turn immediately ends. If the opponent did not choose an "X" Order Marker, remove one unrevealed "X" Order Marker from an Army Card you control and remove all Order Markers from one Army Card the chosen opponent controls.

### CRIMINAL AMBUSH

Riddler and all Criminals you control that are adjacent to Riddler add 1 to their normal attack when attacking an adjacent figure that does not have any Order Markers on its Army Card.



HUMAN

UNIQUE HERO

MASTERMIND

EGOMANIACAL

MEDIUM 5

4

LIFE

MOVE 5

RANGE 1

ATTACK 3

DEFENSE 3

140

POINTS